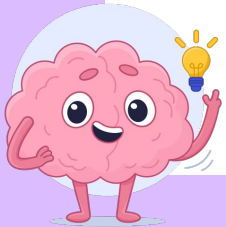


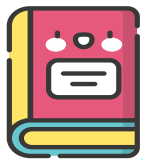


Brain Team



Presented by Cathy and Genesis





1: Introduction

Brain team is a collaborative tabletop escape game where players must work together to **Escape the brain and think fast!**



What is Brain Team?



1. Designed to help students conceptualize the brain lobes and its functions.
2. Recommended to be played in groups of 3 to 5, ages 14 and up
3. Lightly based on the Magic School Bus Series
4. Made to engage collaboration, problem solving skills, and memory
5. Our intended audience is mainly for people who struggle with naming the four brain lobes but also people who are interested in taking an intro to psychology course



Storyline

The players are medical students who have to figure out what is wrong with Dr. Smith so they can give him the proper treatment.

If saved, Dr. Smith will be able to attend the holiday party, that he loves attending.

On the way to see if Dr. Smith was at his house the students shrink in the bus and enter Dr. Smith's brain. They must use the "brain map" in order to escape.





02

Rules

How to play



Our Rules!



Time limit

Within 30 minutes.



No Electronic device

other than using it as a timer
or as a dice



Collaborate

work in a team to solve
one puzzle at a time



Guess the word

Do not guess the
word before the end



Order of puzzles

There's an order to
solve the puzzles



Dice rule

Who can open the
envelope?



03 **Learning Goal**

A light blue rectangular area with a scalloped top edge. On the left side, there is a pink box with a torn right edge containing the number "03". To the right of this box, the text "Learning Goal" is written in a bold, black, sans-serif font. In the top-right corner of the blue area, there is a stack of three books (purple, green, and yellow) with a red apple on top, all with white outlines and drop shadows.

Our Map



Color Coding

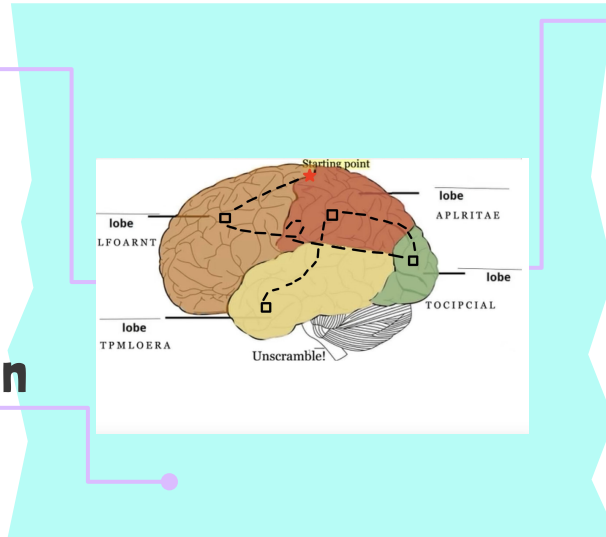
A clue to the final puzzle!

Order of the lobes

Fixed order to level up!

Functions of the Brain

We designed all puzzles based on functions of different lobes



Learning Potential



01

Memory

Puzzles are made so that players physically work on what each brain lobe does. Players can attach meaning/an experience to each lobe.

02

Problem Solving

Problem solving skills must be used in order to be able to solve every puzzle before the time runs out.

03

Collaboration

As most escape rooms, ours was created with the incentive that people would work together in order to better communication and teamwork skills.





04



Experience

Our Experiences of Creating the Game



Inspirations



1

Psychology

We both took intro psych class and are interested in Psychology



2

Lobes

Both struggled to memorize the lobes and brain structure



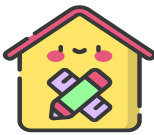
3

Escape Room

Puzzles are effective learning tools!

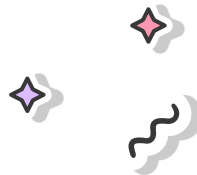


The Process of Creating the Game

- Magic School Bus : Explore the brain
 - Rapid Game Design: It inspires us to make a collaborative escape game
 - “Brain Map” and puzzles
- 



Thanks!



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